

LET YOUR IMAGINATION BLOSSOM!

The STARSPRITE SYSTEM from Avant-Garde, paired with the SuperSprite Board from Synetix, is the most dynamic and versatile innovation since the Apple itself. Imagine Sprite graphics and Apple graphics together, 16 hi-res colors, 35 video planes, realistic sound and actual speech* . . . the possibilities are limitless.

STARSPRITE I shows how to use the SuperSprite Board's graphics and sound, its music and voice capabilities, and includes demos, exciting and alterable arcade games and an introduction to the Ampersprite™ language. STARSPRITE II contains games in addition to programming tools and tutorials for animation, sound effects and scene creation. STARSPRITE III, for more advanced programmers, provides the entire system's source codes and machine language routines.

This unprecedented combination is clearly the most extraordinary graphics system available.

*Echo II Speech from Street Electronics SuperSprite is a trademark of Synetix Systems Inc.

StarSprite and Ampersprite are trademarks of Avant-Garde.



AVANT-GARDE

STASPAITE ANNOUNCING A REVOLUTION IN APPLE GRAPHICS AND SOUND!

AVANT-GARDE Introduces the revolutionary StarSprite System^{IM} by Don Fudge. This first series of three products includes basic graphics. AVANT-GARDE introduces the revolutionary starsprite system. By Don Fudge. This first series of three products includes basic graphics, games and utility programs. Sprite graphics is a way of animating computer programs quickly and easily without graphics is a way of animating computer programs quickly and easily, without sometimes are all desired to the computer programs and easily, without sometimes are computer programs and easily, without sometimes are computer programs and easily of classics. graphics is a way of animating computer programs quickly and easily, without which complex programming. Visualize multiple "planes," like clear sheets of plastic which complex programming. Visualize multiple "planes," like clear sheets of plastic which complex programming. Visualize multiple "planes," To make one sprite move contain figures, such as cartoon characters, called "sprites," To make one sprite move containing another figure or perbass a background scene in relation to the others, it is necessary only to manipulate or perbass a background scene containing another figure. in relation to the others, it is necessary only to manipulate its coordinates; if this "plane" is in front of one containing another figure, or perhaps a background affect to the sprite will appear to move in the foreground, lending a three-dimensional effect to plane is in front of one containing another figure, or perhaps a background scene, the sprite will appear to move in the foreground. Jending a three-dimensional effect to the sprite will appear to move in the Apple StarSorte Lie being bundled with the scene power before possible on the Apple StarSorte Lie being bundled with the the sprite will appear to move in the foreground, lending a three-dimensional effect to the scene never before possible on the Apple. StarSprite I is being bundled with the SuperSprite board for Apple. Integrated into the SuperSprite board for Apple. the scene never before possible on the Apple. StarSprite I is being bundled with the Synetix, Inc. "SuperSprite" PC board for Apple II. Integrated into the SuperSprite board for Apple II. Integrated into the SuperSprite board for Apple II. Integrated into the SuperSprite board is the "natural" voice synthesizer. Echo II by Street Electropics syneux, inc. superspine PC board for Apple II. Integrated into is the ''natural'' voice synthesizer, Echo II by Street Electronics. The StarSprite System is also available for the Arcade Board from Third Millenium.

The sprite graphics peripheral board gives the Apple II a clear lead in computer The sprite graphics penprieral board gives the Apple II a clear lead in computer graphics capabilities. StarSprite I is the software which brings it to life. Using Ampergraphics capabilities. Starsprite Lis the software which brings it to life. Using Ampersor is the software which brings it to life. Using Ampersor is graphics, sprite Manager and Applesoft language enhancement, Starsprite I allows you to access all the sprite. Applesoft language enhancement, starsprite I allows you to access all the sprite. The parties of any of the graphics peripheral boards now on the market. It features sprite^{IIV}, an Applesoft language enhancement, starsprite I allows you to access all features. He features of any of the graphics peripheral boards now on the market. It features of sprites and even overlays of springers and even overlays of springers. The colors and even overlays of springers are graphics capabilities such as animated sprites. The colors and even overlays of springers. reatures of any of the graphics peripheral boards flow on the market. It reatures graphics of any of the graphics peripheral boards flow on the market. It reatures graphics of any of the graphics of sprites, 16 colors, and even overlays of sprite graphics capabilities such as animated sprites. You will find equalities of colors and graphics are produced by the graphics of the gra graphics capabilities such as animated sprites. To colors, and even overlays of sprite video planes over conventional Apple graphics. You will find paintbrush programs, video planes over conventional Apple graphics. All accessed simply and easily with sprite editors, multiple sprite creators and sound, all accessed simply and easily with video planes over conventional Apple graphics. You will find paintbrush programs, sprite editors, multiple sprite creators and sound, all accessed simply and easily with sprite editors, multiple sprite creators and sound, all accessed simply and easily with sprite editors, multiple sprite creators and sound, and sample games. Because the games starsprite I. Immediate use of the Board sound, and sample games. Because the games and sound. Starsprite 1. Immediate use of the Board is facilitated by a special. Try-Out—section, tutorials on programming graphics and sound, and sample games. Because the games are alterable you can easily progress to programming animated color graphics. are alterable you can easily progress to programming animated color graphics or environments. are alterable you can easily progress to programming animated color g previously unavailable to even the most seasoned Apple programmer.

This package is for anyone who wants to experience all the creativity and fun possible with spackage is for anyone who wants to experience all the creativity and fun possible with spackage is for anyone who wants to experience all the creativity and fun possible with spackage is for anyone who wants to experience all the creativity and fun possible. This package is for anyone who wants to experience all the creativity and fun possit with sprite graphics and the Apple computer. With StarSprite II you can quickly and with sprite graphics and the Apple computer oraphics. This utility includes two exciting assists create colorful animated computer oraphics. with sprite graphics and the Apple computer. With StarSprite II you can quickly and easily create colorful, animated computer graphics. This utility includes two exciting easily create colorful, animated computer graphics. This utility includes two exciting easily create colorful, animated computer graphics, pattern editing and collision games, line drawing, color-fill routines, screen scrolling, pattern editing and the programmer. For the page graphics screens into VDP graphics. For the program is explained thoroughly. Easily detection, and transposing Apple graphics are program is explained thoroughly. Easily graphics, the Ampersorite of the page of the pa STARSPRITE II™ detection, and transposing Apple graphics screens into VDP graphics. For the programmer, the AmperspriteTM language in each program is explained thoroughly. Fast, smooth flicker free animation combined with sound effects and multiple tone music grammer, the Ampersprite harryuage in each program is explained thoroughly. Fast, smooth, flicker-free animation combined with sound effects and multiple tone music. smooth, flicker-free animation combined with sound effects and multiple tone music without pauses or color clash problems are demonstrated. Paint Master Scene Utility is included for Apple graphics included for Apple graphics.

Designed for experienced graphics programmers, StarSprite III provides detailed information regarding all aspects of assembly programming and machine language for the Designed for experienced graphics programmers, starspine in provides detailed information to the language for the tion regarding all aspects of assembly programming and machine language for the SuperSpriteIM Roard, and other graphics boards. This program contains source code. tion regarding all aspects of assembly programming and machine language for the SuperSprite M Board and other graphics boards. This program contains source code, superSprite M Board and other graphics boards and program contains source code, further information on collision detection, sprite painting merge routines and line. Supersprite Board and other graphics boards. This program contains source code further information on collision detection, sprite painting merge routines and line drawing, and color-fill routines. Source codes and algorithms for Paint Master Scotlanding, and color-fill routines. ditther information on collision detection, sprite painting merge routines and line drawing, and color-fill routines. Source codes and algorithms for Paint Master Scene Utility are also included in this package. Utility are also included in this package.

In the future, Avant-Garde will emphasize educational Spriteware the coach capabilities In the future. Avant-Garde will emphasize educational spriteware for the nome, institution, and special education markets, especially where the speech capabilities are institution, and special education markets, children. Our plans also include amazing paturally suited to the needs of pre-literate children. Institution, and special education markets, especially where the speech capabilities are naturally suited to the needs of pre-literate children. Our plans also include amazing are naturally suited to the needs of pre-literate children, and other useful utilities are access. naturally suited to the needs of pre-literate children. Our plans also include amazing arcade games. Computer Aided Design (CAD) packages, and other useful utilities. We arcade games. Computer Aided Design (CAD) to contact us for assistance arcade games these interested in Sprite March development to contact us for assistance. arcade games. Computer Aided Design [CAD] packages, and other useful utilities. We encourage those interested in Spriteware we will provide you with submission and and coordination into our product mix. We will provide you with submission licensing information. licensing information.